examples, some implementations may include fewer elements, without departing from the spirit of the disclosed or equivalent implementations.

[0180] Embodiments of the present disclosure may be practiced with various computer system configurations including hand-held devices, microprocessor systems, microprocessor-based or programmable consumer electronics, minicomputers, mainframe computers and the like. Embodiments of the present disclosure can also be practiced in distributed computing environments where tasks are performed by remote processing devices that are linked through a wire-based or wireless network.

[0181] With the above embodiments in mind, it should be understood that embodiments of the present disclosure can employ various computer-implemented operations involving data stored in computer systems. These operations are those requiring physical manipulation of physical quantities. Any of the operations described herein that form part of embodiments of the present disclosure are useful machine operations. Embodiments of the invention also relate to a device or an apparatus for performing these operations. The apparatus can be specially constructed for the required purpose, or the apparatus can be a general-purpose computer selectively activated or configured by a computer program stored in the computer. In particular, various general-purpose machines can be used with computer programs written in accordance with the teachings herein, or it may be more convenient to construct a more specialized apparatus to perform the required operations.

[0182] The disclosure can also be embodied as computer readable code on a computer readable medium. The computer readable medium is any data storage device that can store data, which can be thereafter be read by a computer system. Examples of the computer readable medium include hard drives, network attached storage (NAS), read-only memory, random-access memory, CD-ROMs, CD-Rs, CD-RWs, magnetic tapes and other optical and non-optical data storage devices. The computer readable medium can include computer readable tangible medium distributed over a network-coupled computer system so that the computer readable code is stored and executed in a distributed fashion.

[0183] Although the method operations were described in a specific order, it should be understood that other housekeeping operations may be performed in between operations, or operations may be adjusted so that they occur at slightly different times, or may be distributed in a system which allows the occurrence of the processing operations at various intervals associated with the processing, as long as the processing of the overlay operations are performed in the desired way.

[0184] Although the foregoing disclosure has been described in some detail for purposes of clarity of understanding, it will be apparent that certain changes and modifications can be practiced within the scope of the appended claims. Accordingly, the present embodiments are to be considered as illustrative and not restrictive, and embodiments of the present disclosure is not to be limited to the details given herein, but may be modified within the scope and equivalents of the appended claims.

What is claimed is:

1. A method for generating broadcasts, comprising:

receiving game state data and user data of one or more players participating in a gaming session of a video game being played by the one or more players;

identifying a spectator zone-of-interest in the gaming session, the spectator zone-of-interest having a scene of a virtual gaming world of the video game that is viewable from one or more camera perspectives in the virtual gaming world;

generating statistics and facts for the gaming session based on the game state data and the user data using a first artificial intelligence (AI) model trained to isolate game state data and user data that are likely of interest by one or more spectators; and

generating narration for the scene of the spectator zone-of-interest using a second AI model configured to select statistics and facts from the statistics and facts that are generated using the first AI model, the selected statistics and facts having a highest potential spectator interest as determined by the second AI model, the second AI model configured to generate the narration using the selected statistics and facts.

2. The method of claim **1**,

wherein the spectator zone-of-interest is identified based on a third AI model trained to isolate one or more spectator zones-of-interest that are likely to be viewed by one or more spectators, each of the one or more spectator zones-of-interest having a corresponding scene of the virtual gaming world, or

wherein the spectator zone-of-interest is selected by a spectator.

3. The method of claim **1**, further comprising:

generating the narration using a narration template built for a scenario based on a video game type for the video game, and a zone-of-interest type for the spectator zone-of-interest.

4. The method of claim **1**, further comprising:

identifying a first camera perspective of the spectator zone of interest based on a fourth AI model trained to generate one or more corresponding camera perspectives of corresponding scenes for corresponding spectator zones-of-interest; and

generating the narration based on the first camera perspective.

5. The method of claim **4**, further comprising:

streaming the first camera perspective and the narration to one or more spectators over a network.

6. The method of claim **1**, wherein the generating narration for the scene includes:

generating a first narration for the scene that is tailored to one or more first customs and a first communication format of a first geographic region; and

generating a second narration for the scene that is tailored to one or more second customs and a second communication format of a second geographic region.

7. The method of claim **4**, further comprising:

identifying the spectator zone-of-interest for a previous game play of a player participating in the gaming session; and

streaming the first camera perspective and the narration as a highlight of the previous game play,

wherein the first camera perspective was previously generated during the previous game play, or

wherein the first camera perspective is newly generated for the scene for the previous game play of the player.